

# HELLWORKS II

## CATHEDRAL NOCTIS

# E-Z KITBASH

## RUINED WALLS



Wargamers and skirmish gamers rarely need whole buildings but will find ruins (especially multi-level ruins) almost indispensable... so let's wreck some stuff!



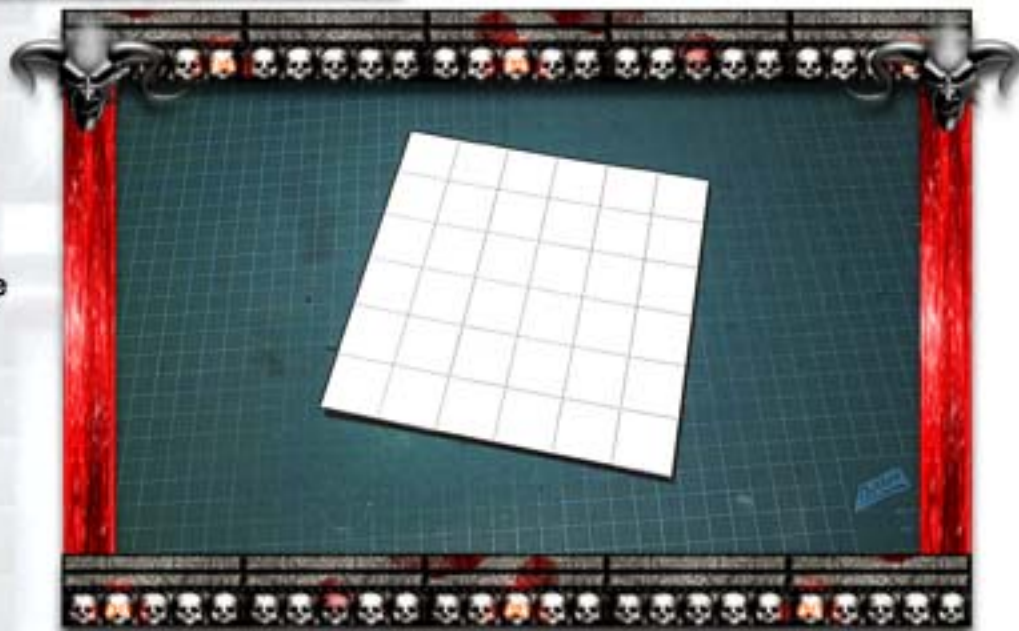




Ruins can be made from any combination of parts using this methodology. For this particular example, you'll need:

- 2x large walls
- 1x Floor
- 1x Pillar top
- 1x Short Pillars
- 1x Stairs
- 1x Ground template
- 1x 6" Railing (optional)
- 1x 3" Railing (optional)

Start by making a single ground tile and trim it down to 6"x6"

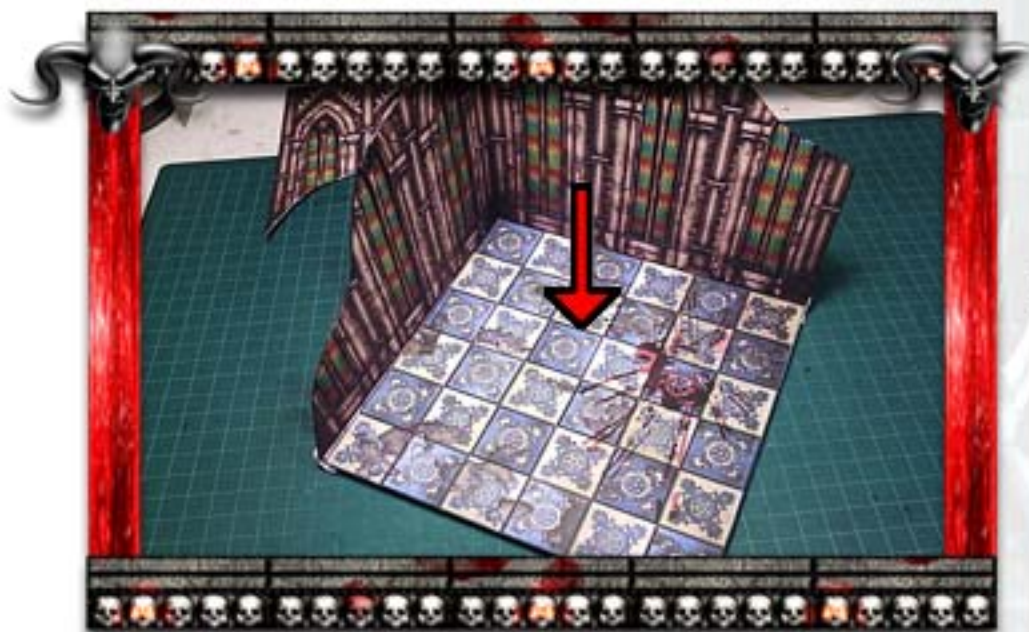


Next, construct the walls (with transparencies if desired) and connect them together.

Once dry, remove one section of wall corner to corner and another section of wall from the corner to about mid way down the wall. Make these cuts rough and angular to simulate damage. Keep these offcuts for later.



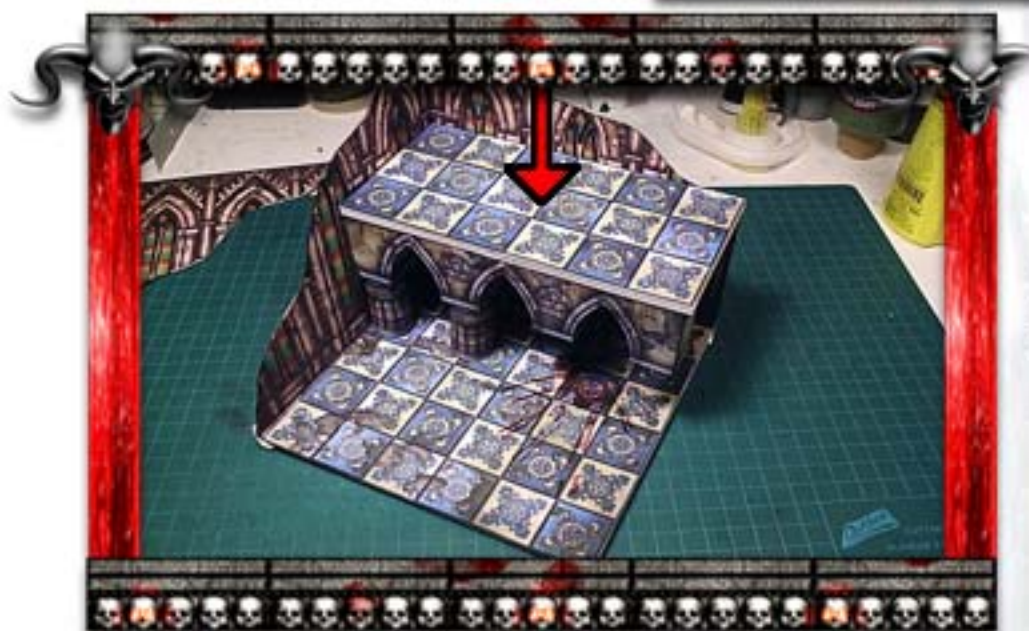
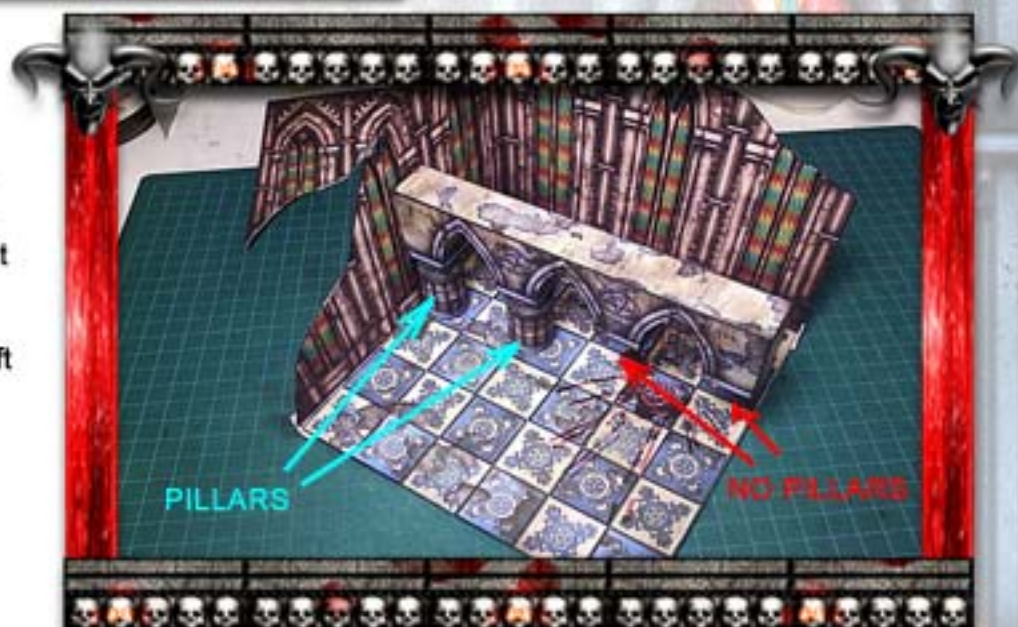




Edge the newly cut wall sections and glue them to ground tile, followed by the floor tile.

Construct the pillars and pillar top and glue them directly to the floor half-way in (the pillar bases are not used).

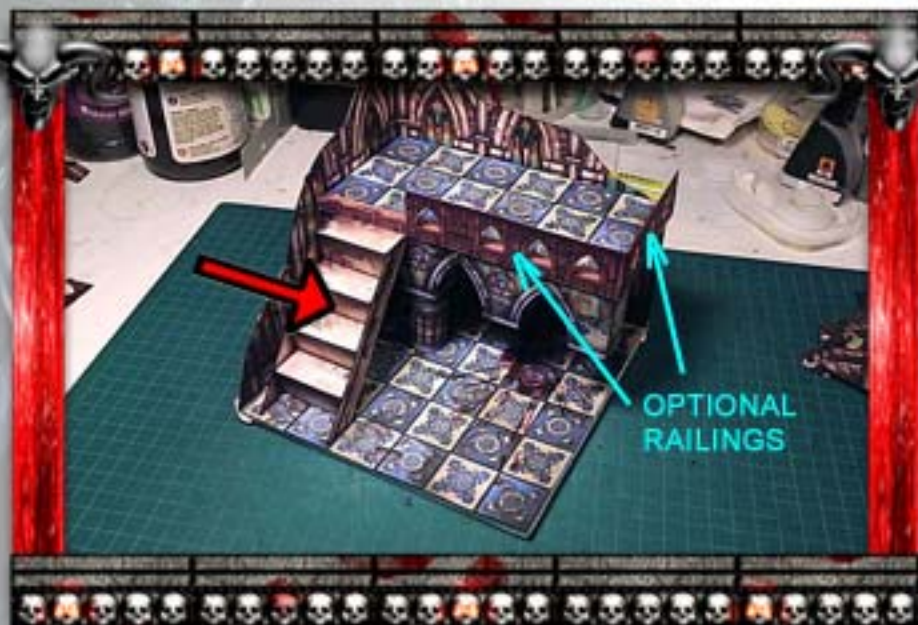
Note that two of the pillars were left out to provide access for minis to duck back into the wall for cover.



Construct a separate hall section and glue it to the pillar top and to the walls.







Add in the railings along the edge of the hall section (optional).

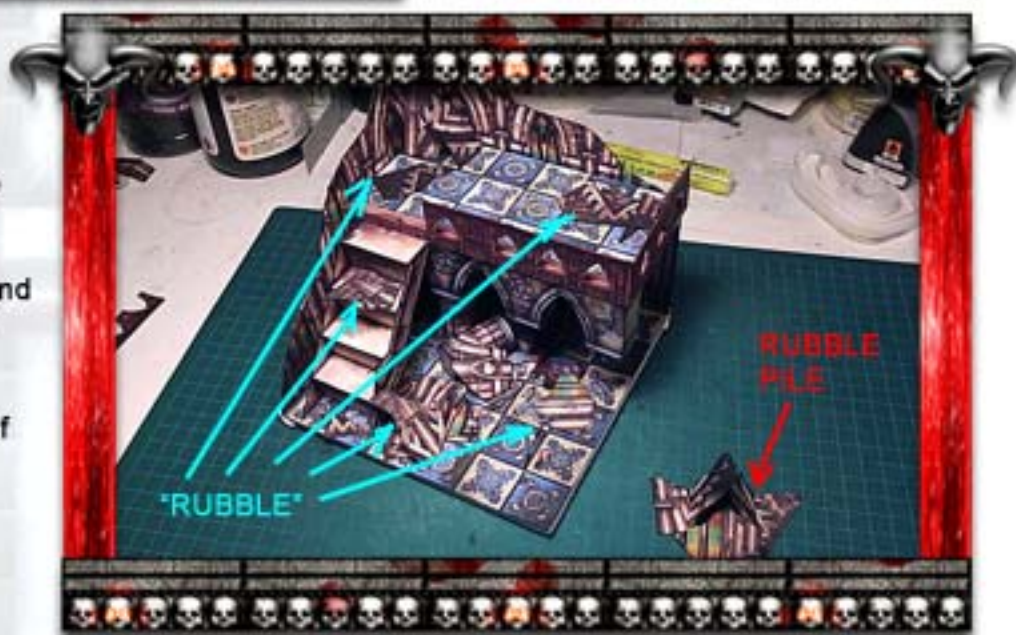
Next, construct the stairs and glue them directly to the top of the pillar.

Trim back the railings if desired.

Now let's turn our attention back to those wall offcuts.

Chop these up into little sections and edge them, then glue these bits of "rubble" anywhere you like.

You can even make smaller piles of rubble to create spot cover.



Finish your ruins by gluing an edging strip along the walls to hide the foam core.

For the rest, if you aren't using black foamcore, you may wish to paint the exposed foamcore sections.

If you plan to do any other painting or adding flock, seal the ruin with artist's spray sealer first, otherwise the ink will bleed.

